



City of Fairfax
Fire Department
Office of Code Administration
10455 Armstrong Street
Fairfax VA, 22030
703-385-7830 fax 703-385-9265
www.FairfaxVa.gov

DEMOLITION PERMIT PROCEDURES

A Building Permit to demolish a structure shall not be issued until the following criteria has been met and approved by the Office of Code Administration, City of Fairfax.

- ☐ A written statement by the owner that there are no outstanding liens being held against the structure is required.
- ☐ Disconnect letters must be provided for all utilities.
These include ♦ Gas, ♦ Electricity, ♦ Telephone, ♦ Water, and ♦ Cable Television.
- ☐ A Plumbing permit must be obtained and the work completed for water & sewer lateral cap-off.
- ☐ An FPC and/or Mechanical permit must be obtained and the work inspected and completed for the removal/abandonment of any underground fuel storage tank, removal of any aboveground fuel storage tank, proper disposal of any fuel product, and the removal of fuel piping.
- ☐ A well and septic abandonment permit, if applicable, shall be secured through the Fairfax County Health Department (10777 Main St, Fairfax VA 22030).
- ☐ The owner/agent **MAY** need to provide a copy of the completed asbestos certification inspection Report (not required for residential properties that will remain residential properties.)
The inspection report shall have the company's name, the inspector's name, and a copy of the inspection company's current Virginia contractor's license. If an asbestos abatement is necessary, a permit for asbestos removal will be required. A licensed Virginia asbestos removal company shall perform the abatement.
- ☐ A \$1,000 Bond shall be secured before demolition can occur. The bond requirement can be met by any of the following:
 - A required Site Bond by the Office of Zoning
 - A certified check or money order for \$1,000 payable to the City of Fairfax. This will be returned following a written request after the final inspection is approved.
 - A bond, through a bonding agent, held by the City of Fairfax.